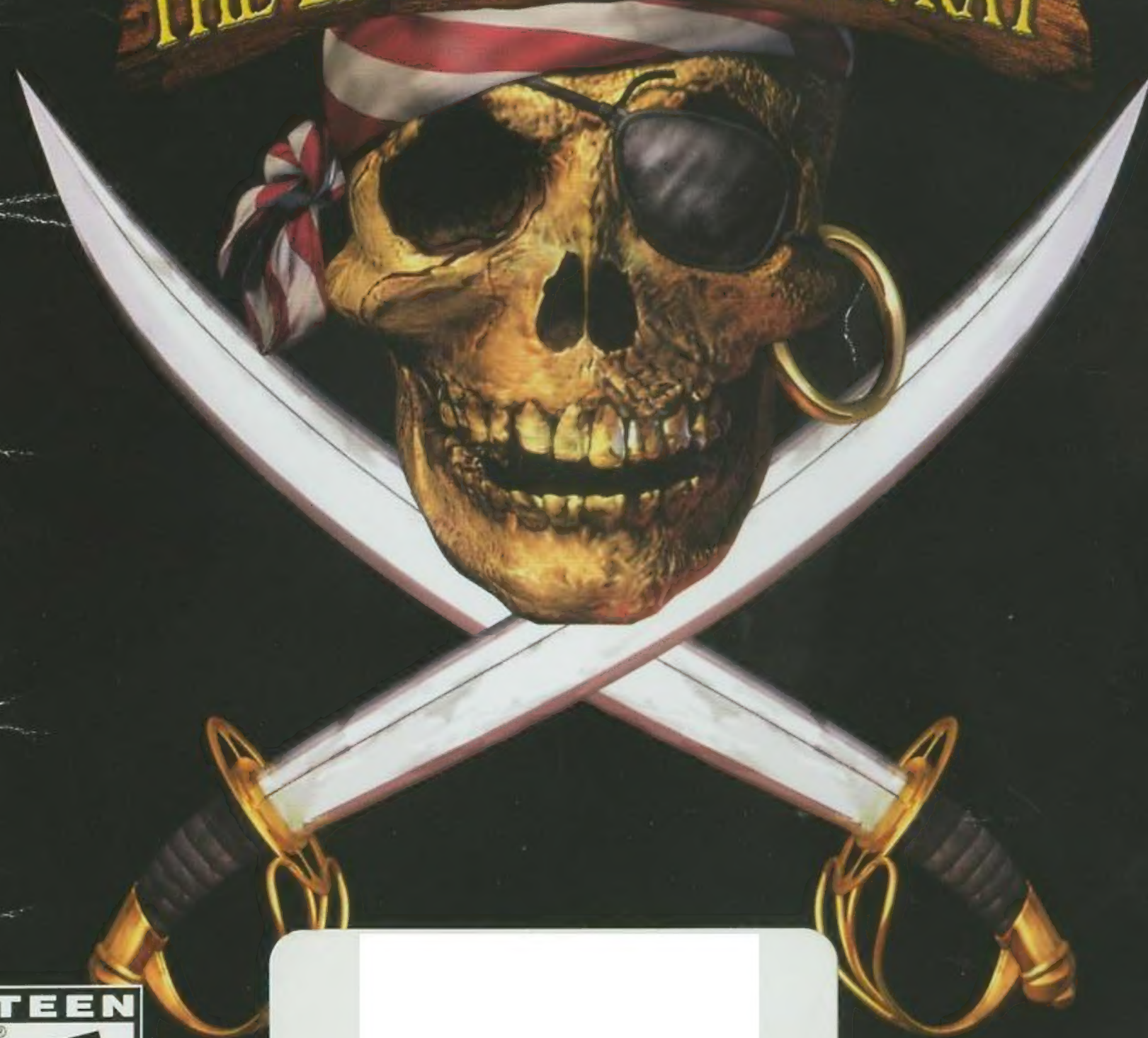




Pirates

THE LEGEND OF BLACK KAT™



TEEN



CONTENT RATED BY
ESRB

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Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms-children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox™ Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

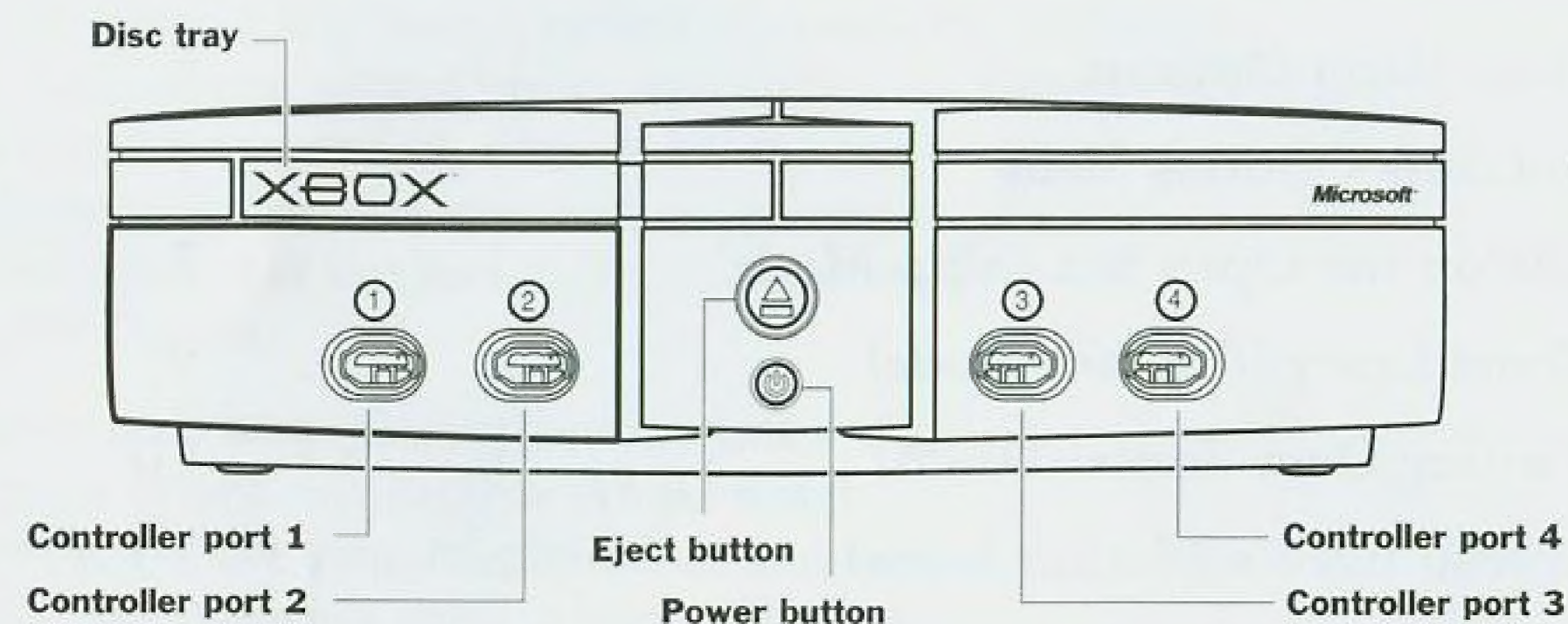


Contents

Using the Xbox Video game System	2
Using the Xbox Controller	3
Controls	4
Introduction	5
Main Menu Options	6
In-Game Options Menu	7
Life on the Open Sea (<i>Ship Mode</i>)	7
Shore Leave (<i>Captain Mode</i>)	9
Visiting Davy Jones (<i>Death</i>)	10
Special Events (<i>Action Icons</i>)	10
The Save Parrot	11
Sailing Around in the Five Seas (<i>The Island and World Maps</i>)	12
Captain's Log	12
Friends in Need (<i>Quest-Givers</i>)	13
The Fort Merchants	14
The Smuggler	15
Loot and Plunder (<i>Items</i>)	15
Treasure Hunting (<i>Chests, Keys and Gates</i>)	18
Who's Who on the High Seas (<i>Cast of Characters</i>)	19
Where am I? (<i>The Worlds of the Five Seas</i>)	21
The Way of the Sea (<i>Tips and Tricks for Survival</i>)	22
Sea Battle	24
Credits	25
Limited 90-day Warranty	28



USING THE XBOX VIDEO GAME SYSTEM



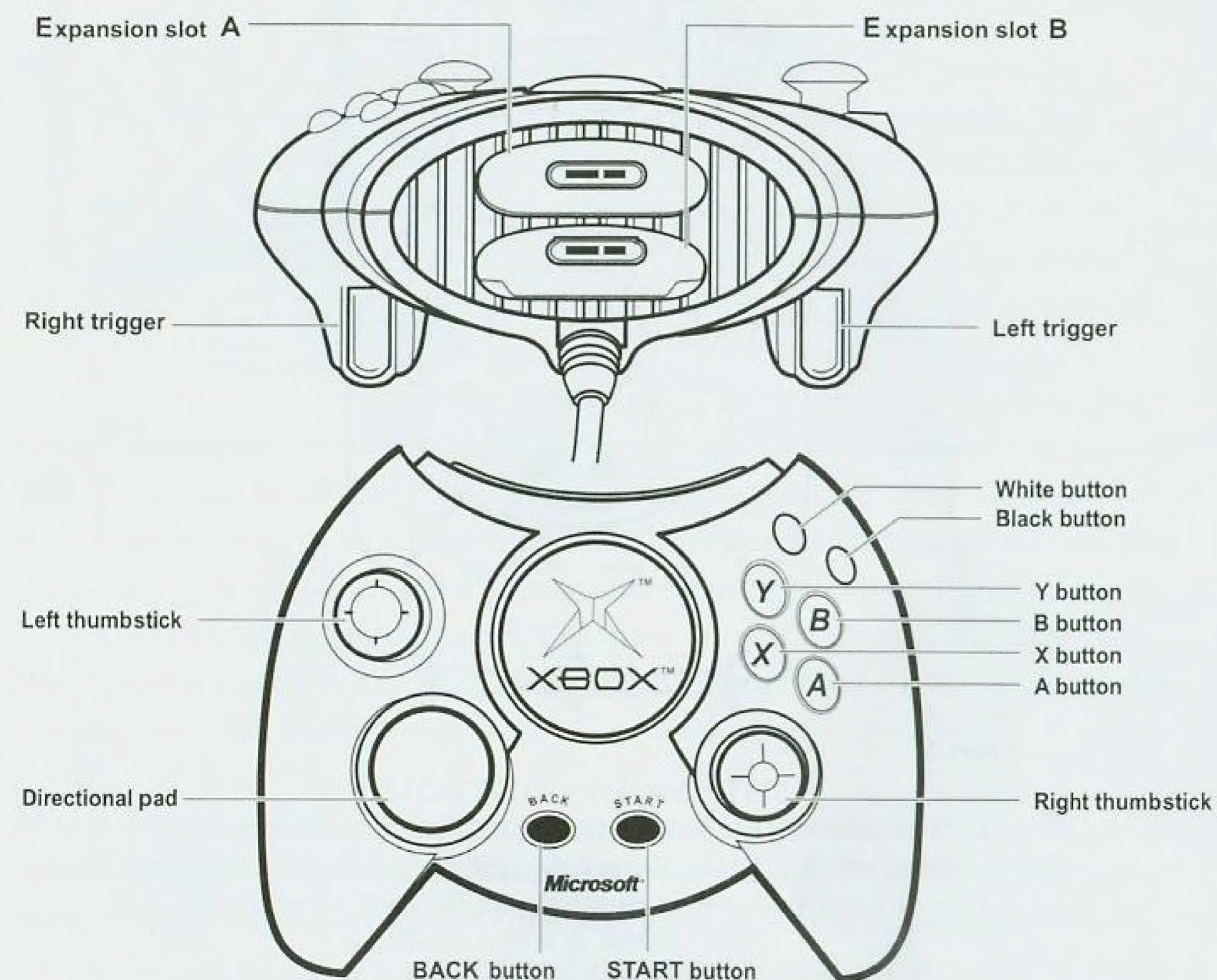
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Pirates - The Legend of Black Kat*TM disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Pirates - The Legend of Black Kat*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive

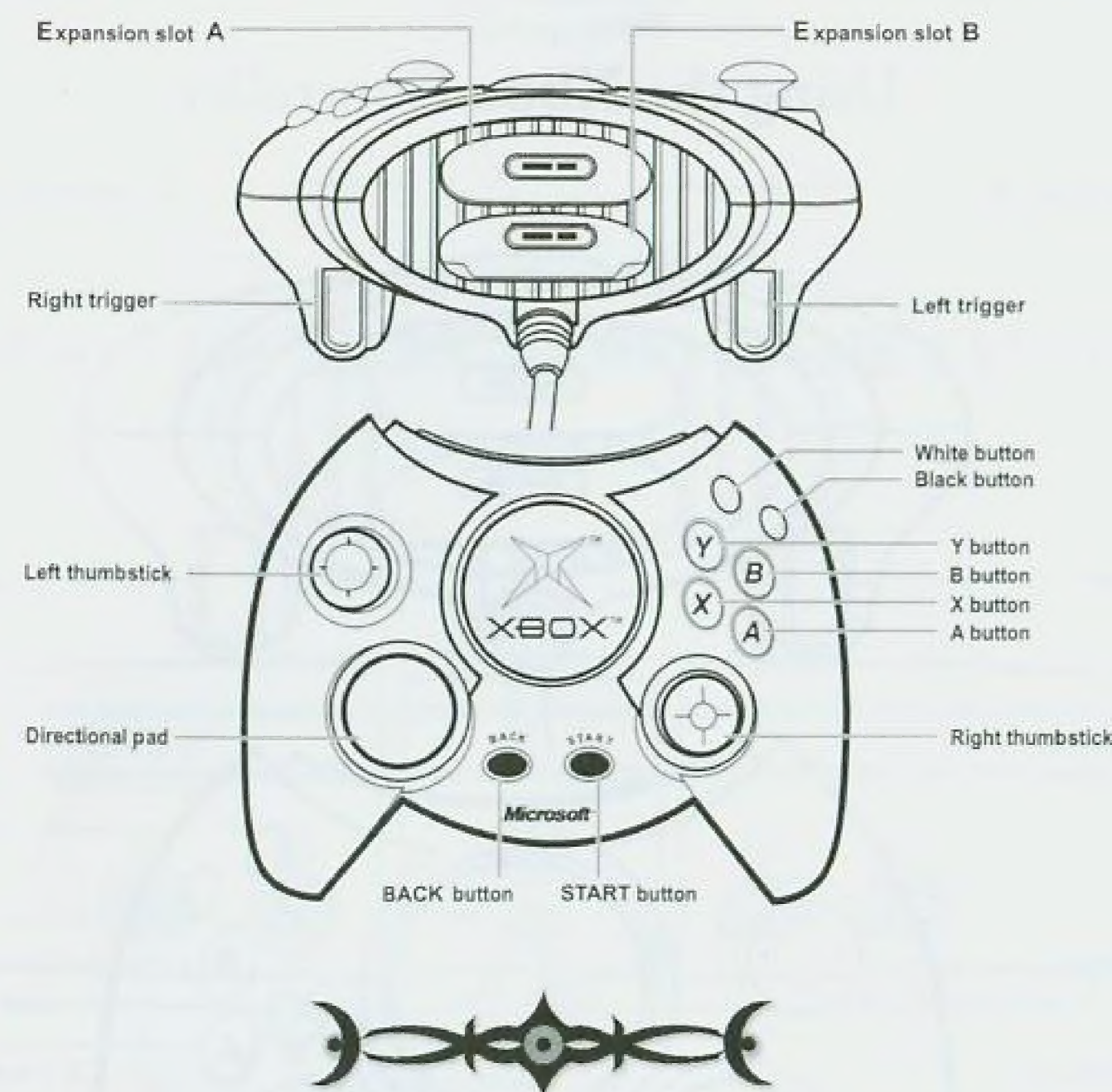
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Pirates - Legend of Black Kat*.

Controls

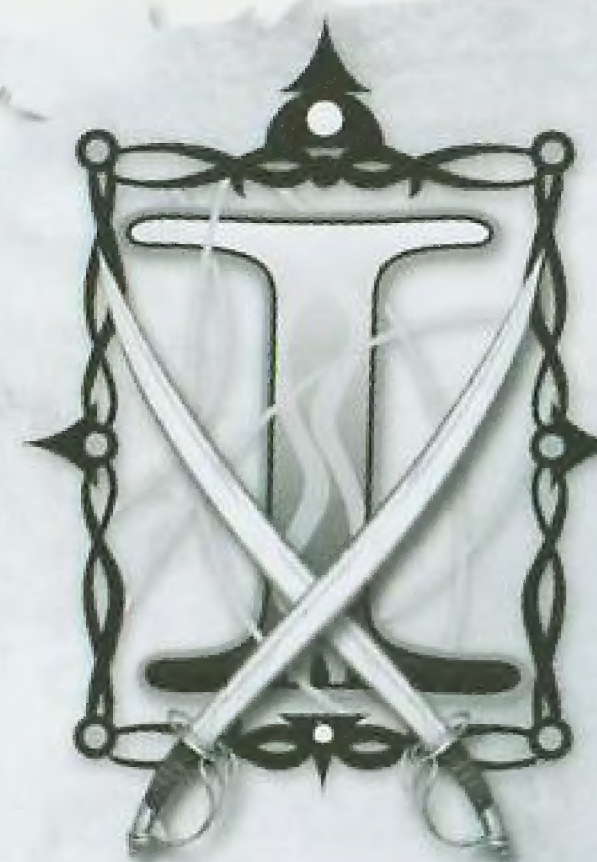


SHIP MODE CONTROLS:

- Left thumbstick - Ship rotation, acceleration/deceleration
- Right thumbstick - Manual camera control (rotate left/right, in/out)
- Directional pad - Ship rotation, acceleration/deceleration, select items in town mode
- Left trigger - Activate wind boost (when powered up)
- Right trigger - Activate special events (context-sensitive)
- Black button - Cycle through inventory
- White button - Cycle through inventory
- Right thumbstick button - Center camera behind ship / re-enable ship auto camera
- X button - Power attack (when powered up)
- Y button - Use selected inventory item
- B button - Activate wind boost (when powered up)
- A button - Fire cannon balls
- BACK button - Access Map Screen Captain's Log
- START button - Pause and Game Options

CAPTAIN MODE CONTROLS:

- Left thumbstick - Move Katarina in the desired direction
- Right thumbstick - Manual camera control (rotate left/right, in/out)
- Directional pad (D-Button) - Item Selection at Smuggler
- Left trigger - Sword block
- Right trigger - Activate special events (context-sensitive)
- Black button - Cycle forward through inventory
- White button - Cycle backwards through inventory
- Right thumbstick button - Center camera behind Katarina
- X button - Sword power attack (when powered up)
- Y button - Use selected inventory item or throw weapon
- B button - Jump/jump-roll
- A button - Swing sword
- BACK button - Access Map Screen and Captain's Log
- START button - Pause and Game Options



INTRODUCTION

Years ago, the Pirates of Skull Cove were a band of misfits set on high adventure and gaining the riches of the Five Seas. Despite their blatant acts of piracy they acted as an unofficial government, protecting the many colonies from murderous scum and would-be dictators. They had their own harsh but fair code of honor; all who ran up the white flag

were spared, no one was robbed who couldn't afford to lose the money. The Pirates of Skull Cove grew rich and powerful on the loot from fat merchant vessels that sailed with their mystic Chartstones between the ports of the Five Seas. After a long and profitable career their leader, Mara Rousseau, decided that it was time to settle down. She married the handsome governor Marcus de Leon of the Pirate Isles, and gave up the sea for a life with the man she loved and their new daughter.

Mara, however, had made enemies in her long career as a scourge of the seas. Her past came back to haunt her with a challenge she could not turn away from. Leaving her husband and daughter behind, she went out to sea - and did not return again, at least not alive. Marcus vowed that Mara's past would never reach the ears of Katarina, his daughter - she would lead a normal, law-abiding life.

Katarina, however, had other plans.

When Captain Hawke and his Crimson Guard began taking over the islands of the Five Seas, Katarina, now grown into a strong and beautiful woman, could not sit idly by and watch innocent people subjected to theft and slaughter. She gathered together a crew of like-minded men and, christening her new ship the *Wind Dancer*, she raided Crimson Guard ships and used the loot to help those people hurt by Captain Hawke's rise to power. Unbeknownst to Kat, she had begun to follow in her mother's footsteps. It was only a matter of time before Captain Hawke's gaze turned to the young Katarina de Leon...



MAIN MENU OPTIONS

On the Title Menu, you can select from the following modes. Note that pressing the B button will always return you to the previous menu option.

NEW GAME Starts a new game.

SEA BATTLE Start a two-player or player vs. A.I. ship battle

CONTINUE Resume from a previous save game. To load and save a previous save game, select CONTINUE from the Title Menu. Then select the desired save game to resume by pressing the A button.

OPTIONS Access the game options, which consist of the following:

1) GAME -

Difficulty: adjust the game difficulty by setting this to Easy, **Normal**, or Hard.

Tutorial: toggle the game tutorial **On** or Off

2) AUDIO -

Music Volume: choose a level from Off, Low, **Medium**, or High.

SFX Volume: choose a level from Off, Low, **Medium**, or High.

3) CONTROLLER -

Vibrations: turn the vibration **On** or Off (default is On).

Quick View: turn the ship quick views On or Off.

4) CREDITS - View the credits.

SCRAPBOOK Here you can view *Pirates: The Legend of Black Kat concept art*. Each piece of concept art is unlocked by finding SCRAPBOOK SHELLS in the game.

Note: Default options are listed in **bold** in this manual.

IN-GAME OPTIONS MENU

The in-game options menu is very similar to the options found in the main menu:

GAME SETTINGS - Same options as Game in the main menu.

AUDIO SETTINGS - Same options as Audio in the main menu, with the exception of Output.

CONTROLLER SETTINGS - Same options as Controller in the main menu.

QUIT GAME - Choose this option to quit back to the main menu.

LIFE ON THE OPEN SEA (SHIP MODE)

Welcome to the Wind Dancer, Captain! There are a few things you will need to know before you can get your sea legs.

Power Attack Orb - Katarina has trained her crew to overcharge the cannons on the Wind Dancer to do extra damage to enemy ships. When the power attack orb is full, a cannon icon will appear, telling you that the powered shot is ready to fire. Press the X button to fire it. Later in the game you may find magical figureheads that will enhance your cannon fire in a similar manner. When you have the figurehead equipped, the cannon icon will change to match the figurehead when the special cannon attack is ready.



Wind Boost Orb - The Wind Dancer was aptly named for its mystical ability to harness the winds into a tremendous burst of speed. The orb will slowly fill up over time. When it is full, you can press and hold the B button or Left trigger to greatly increase the Wind Dancer's speed. As you pull and hold on, the meter will quickly drain of power. Once you release, you must wait for the meter to refill before you can use the burst of speed again. Used wisely, the wind boost can get you out of many otherwise tricky situations.



LIFE ON THE OPEN SEA (SHIP MODE)

Ship's Wheel Orbs - These wheels represent the hull strength of the Wind Dancer. Each wheel will drain to empty as your ship takes damage. Once all of the wheels are empty, your ship will sink, and the game is over. Some items you can find in the game will repair this damage. You will have the option to upgrade to larger and more powerful ships as the game progresses; better ships have more wheels and can carry a larger supply of repair items. Of course, new ships and repair items are not cheap, so spend your doubloons wisely.

Gold Doubloon Count - The economy of the Five Seas is based on gold doubloons. In your adventures you will find both chests of gold doubloons and jewels that convert to gold doubloons once you find them. You can spend your doubloons on all manner of things including new weapons, different ammunition for your cannons, and more powerful ships.



Selected Item - When you select an item by pressing the White button and Black button, the item you select will appear here. You can use it by pressing the Y button.

Action Icon - If a special event can take place, the specific icon will appear here. (See page 10: Special Events for more information).

Sail Health - Not only is your ship dependent upon its hull strength, but you must watch the damage level of your sails as well. There is no orb to show you sail health, but the sails of your ship will become more tattered and filled with holes the more damage they receive. You will have other signs of badly damage sails as well: your top speed will decrease and your Wind Boost power will become shorter and shorter in duration. As with your hull, sails can be repaired using various items. Larger and more powerful ships are faster, but they also are more prone to sail damage (they have more sails to damage, after all).

Boss Life Containers - (not shown in the image) When you meet the more powerful denizens of the Five Seas, you will be able to see their life bar on the screen as well as your own. The boss life container works exactly the same as the Wind Dancer's, but is represented by skulls rather than ship's wheels. The skulls will drain of the boss' life energy with every hit you make until the boss is defeated.



SHORE LEAVE (CAPTAIN MODE)

Katarina will want to go ashore on the various islands to explore, gather treasure, and search for mystic artifacts. Kat can go ashore on any island that has a DOCK. When you get near the dock, an action icon will appear telling you that you can go ashore. Press the Right trigger to disembark. Katarina's screen is very similar to the Wind Dancer's:



Sword Power Attack Orb - Katarina can perform various feats of fencing mastery. Each time you connect with a sword attack on an enemy, it will fill up the Power Attack Orb a little more. When it is full, a golden sword will appear, telling you that a power attack is available. Kat can perform three levels of power attack - each time you fill up the meter, another sword will appear, for a maximum of three. Each attack is slightly different; you should learn their strengths and weaknesses. Throughout the game, you may find new and better swords that Kat can use. Each sword's third power attack is special, and the more powerful swords even have mystical enhancements.

Katarina's Health Containers (Hearts) - These transparent hearts are filled with Katarina's life force. As Kat takes damage, the life force will empty from the hearts. When they are all empty, Kat is defeated, and the game is over. Some items you can find in the game will heal Kat, and rarer still are the Crystal Hearts, which will increase Katarina's maximum health.

Gold Doubloon Count - As in ship mode, a count of the gold doubloons Katarina has at her disposal.

Selected Item - Identical to ship mode.

Action Icon - Identical to ship mode.

Boss Life Containers - (not shown in the image) Identical to ship mode.



VISITING DAVY JONES (DEATH)

Not every battle ends with a satisfactory conclusion; the Wind Dancer will sink to the bottom, Katarina will miss one block too many. Luckily, with the help of your friend the Save Parrot, it does not have to end. After your demise, you will be given the option to load a saved game, which will revive you from Davy Jones' watery deep and put you back in the action.

SPECIAL EVENTS (ACTION ICONS)

There are several places both in Ship and Captain modes where you will see a special icon appear in the upper left corner of the screen. When this icon appears, you can press the Right trigger to perform a special event. The special events are:



USE DOCK - This icon will appear both in Ship and Captain Mode when you get near a dock. Pressing the Right trigger will take you to the opposite mode.



ENTER FORT - Once you have liberated a fort from the Crimson Guard, you can dock there and purchase various supplies, ammo for your cannons, and perhaps even a new ship (see page 14: Fort Merchants for more information).



TRADE WITH THE SMUGGLER - Just as the forts supply your ship's needs, the smuggler supplies the weapons and healing that Katarina uses in Captain Mode - as long as the price is right.
(See page 15: The Smuggler for more information).



SPEAK WITH A QUEST GIVER - There are several special personalities in the Five Seas who will be happy to help you out on your quest, but may ask a favor in return.



INVOKE TELEPORTER - Scattered about the islands of the Five Seas are mystic teleportation rings. Some of these devices will take you back and forth between two points while others are a one-way trip. Use them at your own risk, but remember that sometimes great rewards come from great risk.



SAVE YOUR GAME - At certain points in Captain Mode you will come across the Save Parrot. You can save your game at this point.
(See the Save Parrot section below for more information).



SAIL TO NEW ISLANDS OR BOARD YOUR SHIP - The Five Seas are divided into five distinct worlds, each of which contains several small island maps. To travel between the island maps and the worlds, sail away from land to the open sea. Once you are far enough away from land, the icon will appear. The Right trigger will bring up the world map, where you can select your new destination. Note that when you start the game, Katarina has not left her father's territory. With exploration, Kat will discover charts (and the mystical Chartstones), which will allow her to travel to new places.
(See page 18: Chartstones for more information).



DIG UP TREASURE CHEST - Kat has a very keen treasure sense, and you may find some buried treasure chests on your journeys. Pressing the Right trigger will dig them up.



UNLOCK TREASURE CHEST - If you get near an unopened treasure chest AND you have the right key, it will open when you press the Right trigger.



THE SAVE PARROT

Located throughout the islands of the Five Seas are perches where the Save Parrot waits. This thoughtful bird will save your progress in the game up to that point. If your ship sinks or Katarina meets her end at the hands of the villainous Crimson Guard, you can restart your game from the last save point. Loading a game from the main options menu will also return you to the save point.

To access the save menu, pull the Right trigger when the save parrot action icon appears.



SAILING AROUND IN THE FIVE SEAS (THE ISLAND AND WORLD MAPS)

At the beginning of the game, Katarina is limited to Marcus de Leon's territory, where her father's mansion is located. You can get a top-down view of the map you are on by pressing the BACK button. This screen will not only show you a complete view of the island map, but will show you some important information as well as the Captain's Log.

You can exit the screen at any time by pressing either the BACK button again, or the B button.

As you explore, new island maps will be made available to you. Each time a new map is opened you will receive a message telling you that you can explore the new area. To travel to the new location, sail away from land until you see the action icon, and press the Right trigger - this will bring up the world map. In the beginning you may only have one or two island maps to choose from, but many more will open over time. Islands you cannot visit show up with a large X on them. Places you have opened will but have not visited appear as a large white question mark.

You can travel to any accessible location on the World Map at any time. You can exit back to your current location without moving by pressing the B button.

CAPTAIN'S LOG

Katarina takes many notes during her voyages. You can access these notes by pressing the BACK button at any time, and flip through the pages with the Left thumbstick stick or Right thumbstick stick, or the Directional pad. The game is paused while in Captain's Log mode.

The Captain's Log consists of several pages of useful information. Whenever a quantity is shown, the number before the slash is the amount you have, and the amount after the slash is the amount possible to carry/own. The first page of the Captain's Log is an overhead map of the island chain you are currently in.

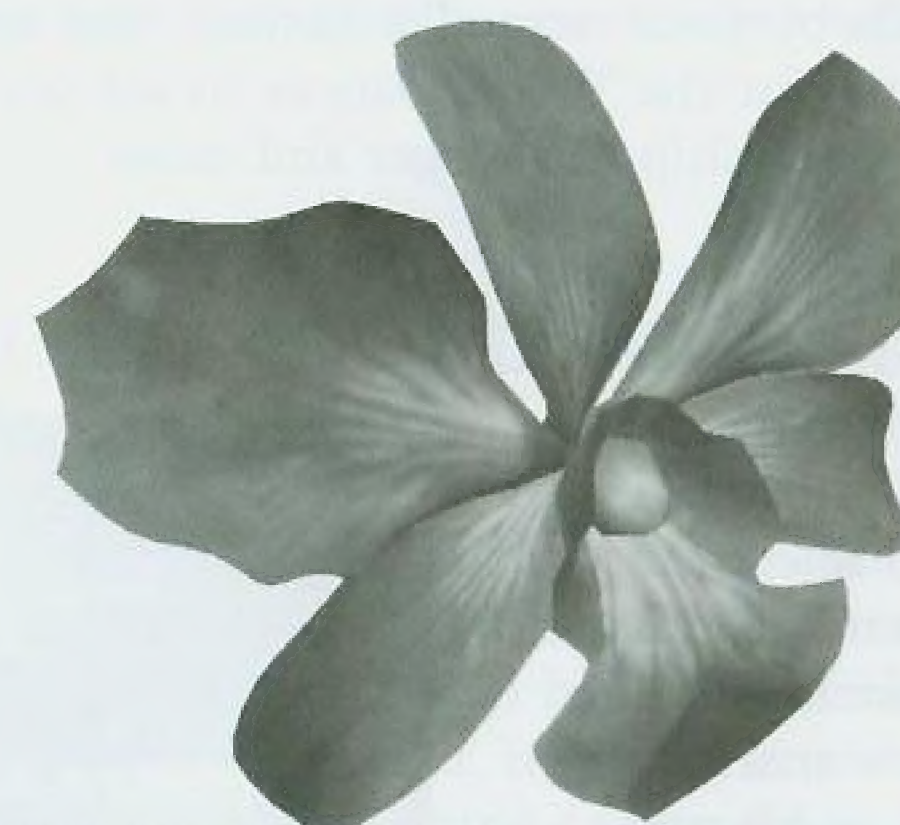


The Captain's Log will show you the health of both Katarina and the Wind Dancer, as well as how much gold you have acquired, how many crystal hearts and swords you have found, information about your progress through the game, including goals and quests, towns you have liberated, chests you have found, monsters and ships you have vanquished, etc. The remaining pages list your goals. Goals will be

added throughout the game to this list in the order you receive them. Once you have completed a goal they will be checked off with a large X. If you ever are unsure of what to do or where you should go, refer to these pages for ideas.



You can exit the Captain's Log by pressing the BACK button, or B button.



FRIENDS IN NEED (QUEST-GIVERS)

You will find many strange and exotic beings in your travels; some friendly, some not. Some inhabitants of the Five Seas will be willing to help you out in your quest, but will require some kind of payment in return; after all, nothing comes without a price. What these beings want depends on the individual, but in general they will require you to bring them items or perform some kind of service. Listen well to their instructions, for the help they offer could give you a major advantage over your enemies. To speak to a Quest-Giver, step up to them until you see the Action Icon, and then press the Right trigger. They will tell you what they want. When you have completed the quest, you will need to return and talk to them again to receive the reward.

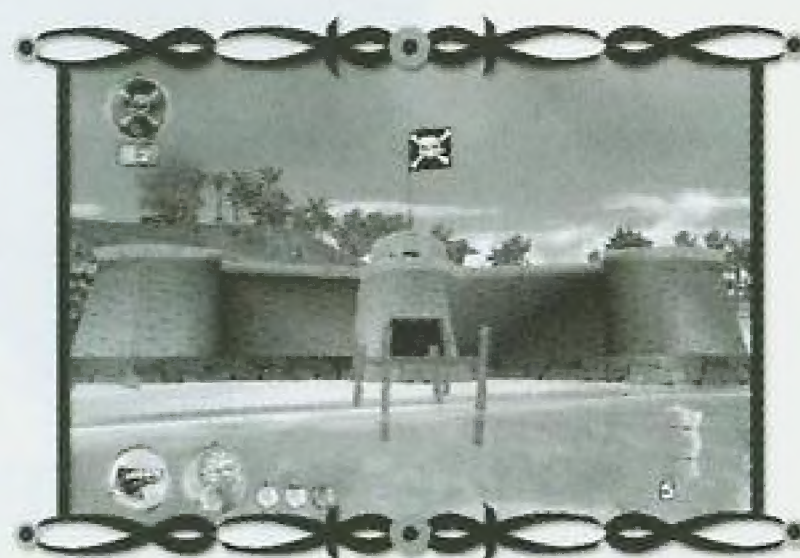


THE FORT MERCHANTS

There are common people living throughout the Five Seas, but because it is a dangerous place they have built their towns within large forts bristling with cannons and surrounded by gun towers. The Crimson Guard has conquered all of these forts and uses them to reign over the innocents with an iron fist. Katarina can help these people by liberating the forts. When you find a fort flying the flag of the Crimson Guard, **ATTACK!** Use your cannons to shell the fort while dodging its return fire. When the fort is defeated, they will raise the white flag of surrender. Sail in until you see the Action icon, and press the Right trigger. The white flag will be lowered, and the fort will raise Katarina's Jolly Roger - the fort is yours!

Liberating the forts gives you two advantages. First, any of Hawke's minions who are foolish enough to sail near a liberated town will be shot full of cannonballs by your new ally. Second, the merchants of the town will sell you items for the Wind Dancer to aid your quest, or even offer to upgrade your ship to a larger and more powerful model.

While in The Fort, you will see images of the items that you can buy. Press the Left thumbstick or the Directional pad to select the items. Under each item will appear a bit of information, including the price for the item, how many your ship can carry, if any, and how many you currently have on board. New items may become available as you progress through the game - stop back often.



The town can also repair your hull and sail health to full. The price of this service depends on how damaged your ship is when you arrive - the more damaged your ship, the higher the cost of repairs.

Finally, some towns will offer to upgrade the Wind Dancer to a larger and more powerful ship. Each new ship can equip more cannons and can carry more special ammos and cargo than the previous model. If you choose this option, all of your current cannons and cargo are transferred to the new ship.



THE SMUGGLER

Just as the needs of your ship are met by the town merchants, so too does the smuggler meet the merchandise needs of Katarina. You do not need to conquer the smuggler to gain access to his goods - you just have to find him.

The Smugglers act much like the towns. You talk to them by approaching them at their hut until the Action icon appears, then pressing the Right trigger. As in towns, the items to buy appear as well as their cost and Kat's current inventory. Kat can carry as many different item types as you want, but each item has its own limitation on how many of that specific item you can carry. For example, you can have one of every item in the game, but you can only ever carry a maximum of 25 throwing knives at a time.

The Smugglers' inventory varies from place to place. They will happily add some new items you find to their inventory for you to purchase later. The Smugglers can also sell you their special grog mix that will heal Katarina to the peak of health. Unlike ship repairs, the cost is a flat fee no matter how damaged Kat is. (See below for more information)

LOOT AND PLUNDER (ITEMS)

There are several different types of items available to make your life on the Five Seas easier to manage. Some items can only be used in Captain Mode by Katarina, some can only be used while on the deck of the Wind Dancer, while still others can be used in either mode. Items can be found lying about in the world, in chests (visible or buried), or in crates that have fallen off of defeated enemy ships. Below are only a few of the items that can be found in the game - there are MANY others.

SHIP ITEMS

Most ship items can be purchased at Forts. With the exception of the figureheads and certain special items not listed below, all items are one-shot; that is, when you use it, it disappears from your inventory.

Special Ammos - The cannons of the Wind Dancer can be loaded with all manner of special ammunition for various effects. While you may be inclined to overlook these items, they may very well turn the tide in your favor when a difficult battle is fought. Special ammos are fired by selecting them and using the Y button. Some of the ammos you may find are:



Chain Shot - This ammunition is a cannonball welded to a long spiked chain. When fired the chain spins, shredding the sails and lines of enemy ships. If you find your foe is outrunning you, this ammunition will slow him to a crawl.

Stink Bombs - If your foe outguns you, one stink bomb on the deck will send his crew into gagging, choking fits. It is impossible to aim a cannon in this condition, so his shots will go anywhere but where he wants them - into your hull. The cloud lasts for a limited time and they are expensive, but very effective.

REPAIR ITEMS - These items can be carried in a ship's hold and used to repair damage.

Lumber - Your crew uses this item to repair hull health. Each use will repair a bit of the health. The larger your ship, the more you can carry on board.

Sail Cloth - This item is used to repair sail damage. As with lumber, each use will repair a bit of health, and the larger your ship the more you can carry.

ENCHANTED FIGUREHEADS - Your ship begins with a simple dolphin figurehead. In the world of the Five Seas, a ship's figurehead is an item of mystical power, used to give the ship or its weapons special abilities. Several enchanted figureheads can be found throughout the game. Most of them require the power of the cannons to use, and while equipped their special ability icon will replace the Power Attack Orb icon.

CAPTAIN ITEMS

Most Captain items can be purchased at the Smuggler. With the exception of certain special items not listed below, all items are one-shot; that is, when you use it, it disappears from your inventory.

Health Items - There are several items that will heal Katarina of damage when she picks them up. All health items in Captain Mode are instant-use; that is, when you run over them, you will use them if you need to. If you are at full health, the item will stay in the world for a period of time.

Fruit - This item tastes good and fights scurvy. It heals a small amount of health.



Small Heart - This item heals a moderate amount of health. They sometimes appear in place of defeated enemies.

Grog - This mystical potion comes in two sizes: a tankard, which heals Katarina a great amount, and the Cask, which heals Katarina to full health. They are rare.

Throwing Weapons - In addition to her masterful swordplay, Katarina can use special throwing weapons. These come in two styles: forward throw and lobbed. There are several throwing items available.

Throwing Knives - A nice distance weapon, the throwing knife is an accurate weapon when you don't want to get close to your foe, though it's damage is not nearly as great as a good sword cut.



Mini-Kegs - These small powder kegs are packed with gunpowder and a short fuse. Katarina can lob these at foes and even cannon emplacements to cause a damaging explosion, transforming most large problems into several small pieces. Make sure that you are nowhere near where the things explode, as they don't care who they blow up.

Magic Tikis - There are several forms of mystical tikis, which are activated for an effect on the user or the area around her. Each one has its own particular power, most of which involve massive destruction. They are very rare, but can wipe out a group of foes with little effort. Watch for them!

LOOT ITEMS

There are two types of loot - gold doubloons and jewels. Doubloons are a one for one deal - if you find a chest with fifty doubloons inside, then you have fifty doubloons to spend when you want. Jewels are special. Each jewel is worth a lot of doubloons (sometimes several thousands!) and will automatically be appraised and changed into doubloons when you find them.

QUEST ITEMS

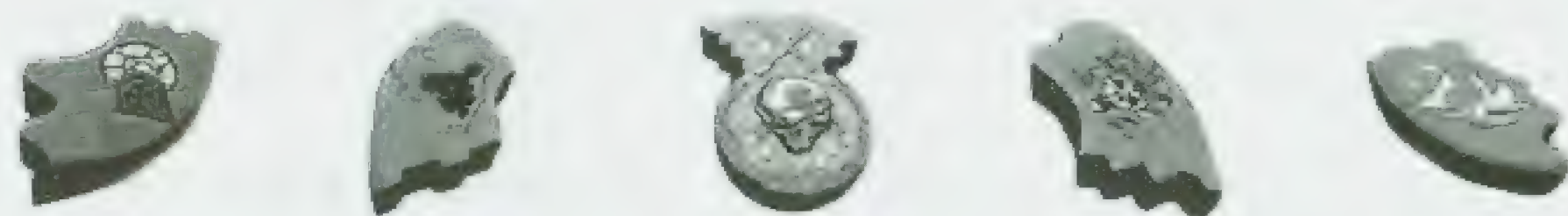
Some items have no practical use to Katarina or the Wind Dancer. When you find one of these, you may have found a quest item. Some of the Quest-Givers will ask you to collect special items for them. The items will be listed in your captain's log; when you have them all you can return to the Quest-Giver and receive your reward.



CHARTSTONES

The captains of the Five Seas use Chartstone Maps to navigate the sea-lanes between the worlds. The Chartstones take control of the ship and magically enhance its speed between one point and another, automatically navigating the safest route possible. Chartstones are made from enchanted chunks of loadstone and must be attuned to a specific pair of coordinates and can normally only be used to pass between those two locations. The shape of the Chartstones does not really matter. The coordinates that the maps allow travel between are generally etched somewhere on their surface. Chartstone is durable but rare, and as such is highly prized. Many sunken ships are explored for the sole purpose of recovering the Chartstone keys that the wreck might have been carrying.

In the terms of the game, each Chartstone you find will open up a new world for you to explore. You will learn more about Chartstones in the course of the game.

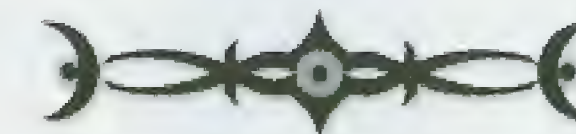


TREASURE HUNTING (CHESTS, KEYS AND GATES)

Throughout the islands you will find treasure chests. These come in three varieties: buried, unlocked and locked. All chests are opened by pressing the Right trigger when you see the Action icon.

BURIED TREASURE - Katarina, aspiring pirate that she is and daughter of the great Mara, has a well-developed sense of treasure location. As you get near the location of a buried chest, you will feel the controller vibrate. The stronger the vibration, the closer you are to the treasure. When you are directly over it, a Special Event icon will appear, and you can press the Right trigger to dig it up. Buried treasures are never locked.

UNLOCKED CHEST - Most treasure chests are of the standard unlocked variety, and can be opened whenever you like. Because they are easy access, however, they usually have the least amount of loot in them.



LOCKED CHESTS - There are four types of locks in *Pirates - The Legend of Black Kat*, each with a corresponding key. You will find one key very early in the game, but the rest you will have to explore to find. You can be sure that if someone took the trouble to lock the chest, there is something valuable and/or important inside.

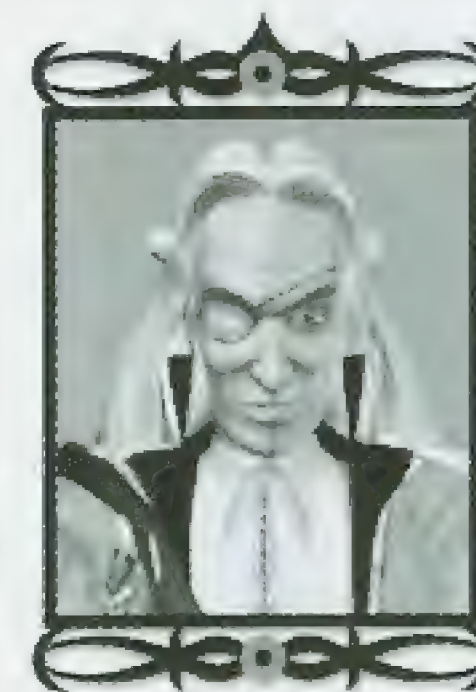
GATES - In some places, a large gate and wall will block your progress. These gates are there to guard some important feature, or to prevent escape once you have entered. Some of these gates will open as you approach. Some will open once a certain event or task has been completed. Others will close behind you, opening only when a certain task has been performed. In general, if you see a gate, be on your guard.

WHO'S WHO ON THE HIGH SEAS (CAST OF CHARACTERS)

KATARINA DE LEON

Age: 22

Katarina grew up in the mansion of her father, Marcus. Kat knows nothing of her mother Mara's past - only that she died at sea when Kat was four. Marcus raised her to be independent and self-reliant, and Katarina grew up resembling her mother in many ways - the most obvious of which is her love of the sea and of adventure. When she realized the eventual fate of the free people of the Five Seas under Captain Hawke's rule, she became a privateer and a crusader, preying on the Crimson Guard and using the loot to help the poor and defenseless.



CAPTAIN HAWKE

Age: Unknown

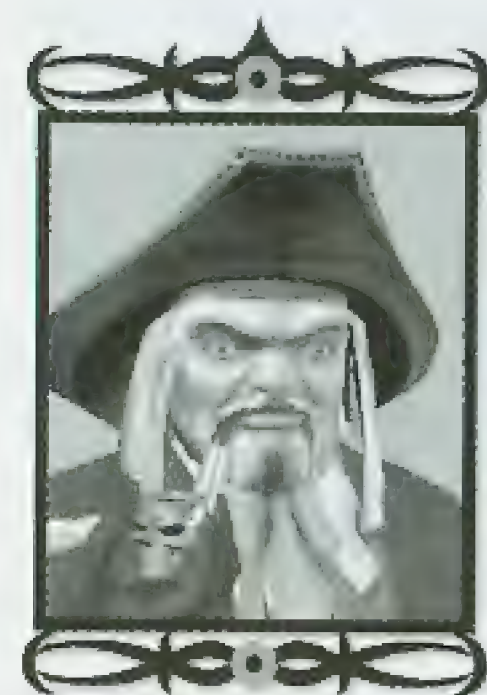
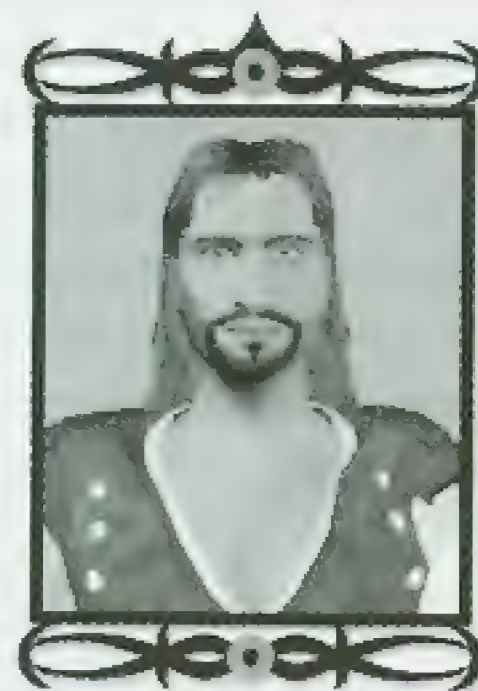
Few know of how Captain Hawke rose to power in the Five Seas, and none know where he came from before then. He has hinted to more than one of his puppet governors that those who knew him before are dead, and no one is foolish enough to question him further. He conquers the forts of the isles quickly and efficiently, never spending much time in one place. His men whisper that he is a man driven, almost as if he is searching for something or someone, but Hawke has yet to reveal what that may be.



DUNCAN MORIZ

Age: 32

Duncan is a light-hearted scoundrel and rogue. He owes allegiance to no one but himself, and flies his own flag in open mockery of both the Crimson Guard and what few free islands are left. His sense of honor is very similar to the legendary Pirates of Skull Cove, and the actions of the Crimson Guard fill him with disgust. Still, he is but one man, and there is more than enough plunder to go around - especially if there is adventure to be had in the taking.



OLD SALTY

Age: Argh! None ah yer bizness, ya scurvy dog! Salty was around long enough to remember the days when the Pirates of Skull Cove both raided and protected the Five Seas. He himself was a member of Mara Rousseau's crew on the flagship itself. He was there when Mara died, and he is around still to tell the tale to a young girl long after the events of the game unfold. He suffers no fools, and his bones ache, but his knowledge and experience make him worth his weight in gold to any captain.

MARCUS DE LEON

Age: 49

Governor Marcus de Leon is a man caught in the middle at a time in his life when he should be enjoying his family and the treasures of a life's work. In his younger days he thought he had found paradise in the arms of a beautiful, tough, rough, pirate queen. They had a daughter together and all was well. And then Mara left to fight one last battle on the high seas, and never returned.

Marcus raised Katarina as best he could, but he could see that Kat shared her mother's fiery spirit and love of the sea. Marcus finally forbade Kat to leave the island, but Katarina, much like her mother before her, defied Marcus and left anyway, returning only to re-supply and visit her worried father. As if that wasn't enough, Marcus was waging a full-scale political battle to keep the Crimson Guard out of his town - a battle that he was very much in danger of losing.



WHERE AM I? (THE WORLDS OF THE FIVE SEAS)

Many years ago explorers from the mainland colonized the island domains of the Five Seas. The worlds those seas contained were harsh and dangerous, where only the most hardy of colonists survived to make a name for himself, but the riches available never failed to lure the bold, the adventurous, and the greedy. Each of the Five Seas contained collections of islands that were classified as "Worlds" because of their unique environments. Because of the often terminal dangers of crossing from one world to another, mystical Chartstones were created that would not only guide a ship on the safest course from one point to the next, but would also give the ship and its crew a measure of protection in the harsh environments (see page 18, Chartstones for more information). Below are short descriptions of each of the worlds.

THE PIRATE ISLES - These isles are named for the many pirate groups who made their home in the hidden coves and bays of this world. It is by far the most hospitable place - a tropical paradise. Looks can be deceiving for the unwary, however. While Governor Marcus de Leon did his best to clean out the cutthroats who inhabit the isles, large bands still raid the towns from time to time, not to mention the rather over-sized and overly aggressive wildlife.

THE HAUNTED ISLES

With the many people inhabiting the Five Seas, there must inevitably be many deaths. It was agreed on by all of the colonies that these isles would become the burial grounds for all of the island worlds. Hundreds of graves dot the shorelines, as well as the larger tombs of its more famous residents. The islands are blanketed in perpetual night and an aura of doom. Not all of the dead rest easily; travelers should be ready to deal with all manner of restless spirits.



THE VODOO ISLES - This world is dark, gloomy and thick with the mystical power of the natives who lived here long before the colonists ever set foot in the Five Seas. The natives can still be found from time to time, and many an old salt has told tales of the narrow escape he had from the clutches of angry fiends. While most of the tales are told to keep the rum flowing freely at the local tavern, not all of those stories should be dismissed; many a sailor has gone missing, only to have his crew find a shrunken head bearing an uncanny resemblance to the lost soul.

THE WINTER ISLES -

The northern-most isles of the Five Seas are covered in an eternal blanket of frost and snow. Every captain should watch for the treacherous icebergs in the waters, and worse still are the creatures that walk the snowy cliffs of the isles. Slippery paths and the icy depths of the surrounding waters make this one of the most inhospitable places in the Five Seas.



THE VOLCANIC ISLES - Almost every chunk of land large enough to call itself an island in this world sports an active volcano. The very sea itself churns with magma, as if a giant wound had been torn in the earth itself. While the Chartstones to this foul place protect the ship and crew from most of the effects of the dreadful heat, there are many more hazards left to make life most difficult. Many rumors persist of the very land itself rising to crush the weary traveler, but such rumors have not yet been verified.

SKULL COVE - Skull Cove is the legendary place where Mara Rousseau, the captain of the Pirates of Skull Cove, supposedly buried her treasure. Only Mara knew the location of Skull Cove, and it was a secret she took with her to the grave.

THE WAY OF THE SEA (TIPS AND TRICKS FOR SURVIVAL)

Having problems battling the Crimson Guard? Try a few of these tips and tricks to make your life easier.

SEA COMBAT

Know Your Enemy - Ships come in different sizes, strengths and cannon positions. Make sure you know where you should be to avoid damage, if you can outrun the enemy, and how some of the many enemy ship captains think.

Crossing the T - Sea combat is not just a question of firing your cannon until the other ship sinks. It demands a certain amount of strategy. Most ships can only fire from their port or starboard (left and right sides). Therefore, the best place for you to be is in front of or behind that ship. This is called crossing the T. Position yourself such that the enemy ship is pointing its front or rear to your side, and then open up with a broadside. You can bring all your guns to bear on the enemy, and he can't fire back. Be careful though - some of the more powerful ships have front and rear mounted cannons.



Use your Special Powers - You have many tricks at your disposal - don't forget about them. Is your opponent too fast? Fire off some chain shot and shred his sails. Does he outgun you? Fire off a stink pot and watch his shots hit anywhere but your ship. Is there a massive barrage of cannon fire coming your way? Hit your Wind Boost and dodge out of the way. Need to do more damage? Use a mystical figurehead. All of these things can change an impossible battle into something much more manageable.

LAND COMBAT

Know Your Enemy - As in Ship Mode, knowing how your enemy fights is very important. In addition, some creatures have immunities to some attacks. For example, using a Fire Tiki on a creature who makes his home in a pit of boiling lava is not likely to work very well, while using that same Tiki on a creature made of wood may have a wonderful effect.

Use Your Power Attacks - Surrounded by monsters? Try a power attack to clear them out. Power attacks cannot be blocked by enemies and do much more damage than regular sword swings. There are three levels of power attack for each sword you find; the first two are the same for all swords, while the third is unique to each sword. Each sword you find will be more powerful than the one before it, so learn how and where each power attack works best. And best of all, since you recharge your power attacks in combat, you will never go for very long without it.

Learn to Master Blocking - Remember that Kat can block! Almost every attack from the enemies in the game can be blocked if you get your sword up in time. If an enemy has an unblockable attack, you will have ample time and warning to get out of the way. Remember that you cannot attack or use items while blocking, and you cannot block while attacking, using items, or while stunned.

Learn to Jump and Double-Jump - Many of the area-effect and explosive attacks (such as mini-kegs and cannon fire) can be nullified by double-jumping above the attack. Jumping can also help you avoid getting stuck in a crowd of enemies or with your back to a wall.

Learn the Uses of Your Throwing Items - If you use a mini-keg while double-jumping, you will drop it straight down. Sound dangerous? Yes, it is, UNLESS you time it right. If you do, you will kill all the enemies around you, while taking no damage yourself. Also, try throwing knives in the middle of a double-jump; Katarina will throw them in rapid succession, turning your target into a pincushion (and rapidly reducing your knife supply in the process). All of the other throwing items have interesting uses and side effects - experiment!



GENERAL

Learn to Master the Camera Controls - While in Ship Mode, the default camera control is Ship Auto Camera, which will place the camera automatically in the best position for what you are doing at the time. While this works very well, a true master of the game will want to move the camera at will to see the battle from all sides. Whenever you touch the camera control, it will disable the Ship Auto Camera, and revert to manual. You can turn Ship Auto Camera back on by pressing the Right thumbstick. In Captain Mode, the camera will swivel to behind Katarina while you are running but will remain stationary while you are fighting. Again, masters of the game learn to move the camera to gain the best advantage over the enemy.

Explore, Explore, Explore! - In both Captain and Ship mode, there are many hidden treasures and areas to find. Don't hesitate to go off the beaten path and explore your surroundings. The trip might be dangerous, but the rewards will be great.

Save Everywhere, Save Often - If you see a **Save Parrot**, use it. Generally, seeing the Parrot means that there is something particularly nasty nearby, and you may have a lot of backtracking to do if you don't use his services. He does not mind at all if you use his services as many times as you want, but he does not shed any tears for those who spurn his offer of help.

SEA BATTLE

Sea Battle allows you to test your sailing skills against a friend, or practice your skill against an AI captain or an AI Fleet. You can choose Quick, Ladder or Fleet battle.

Quick - Each player (or the AI) chooses a ship. It is then a fight to the finish, ship vs. ship.

Ladder - Each player (or the AI) chooses a ship. When your ship has been sunk, you advance to the next biggest ship. Each player continues to progress to the next biggest ship each time he is sunk. The first player who loses his Man O' War (the final ship) is the loser.

Fleet - You choose a ship and then battle against progressively tougher fleets of AI ships.

To make matters more interesting, the sea is seeded with floating crates that appear randomly. Each crate contains a power-up of some kind: special ammo, a figurehead, a health item, or perhaps a bonus increase to your Powered Shot or Wind Boost.



CREDITS

Game Crew

Executive Producer - Louis Castle
Production - Loren Bryant, Tim Fritz, Chris Longpre
Technical Director - Wei Shoong Teh
Programming - Moumine Ballo, Eric Cosky, Jason Curtice, Simon Golding, Michael Legg, Mike Lytle, Kenny Mitchell, Wei Shoong Teh
Additional Programming - Joe Bostic, Jonathan Lanier, Brett Levin, Dwight Okahara
Game Design - Michael Legg, Patrick Pannullo, Jim Walls
Additional Design - Scott Crawford, Darrin McPherson
Art Director - Jerry O'Flaherty
Artwork - Ned Mansour, Aaron Herzog, Joseph B. Hewitt IV, Tse Cheng Lo, Jack Martin, Stephen Cady, Ferby Miguel, Terrence Walker
Additional Artwork - Dan Lyons, Cary Averett, Shelly Johnson
Game Audio - Dwight Okahara
Game Music - Frank Klepacki



Cinematics Crew

Executive Producer - Donny Miele
Dramatic Director - Joseph D. Kucan
Animators - Michael Fadollone, Richard Semple, Daniel Miller, Eric Gooch, Colin Raesler
Compositors - Chuck Carter, Kevin Becquet
Matte Painters - Jack Martin, Daniel Miller
Video Editor - Curt Weintraub
Motion Capture Supervisor - David Washburn
Motion Capture Assistant - Patience Becquet
Sound - Michael Mancini, Paul Mudra, Dwight Okahara
Music - Frank Klepacki
Rendering Technician - Todd Widup
Additional Animation - PJ Foley, Jim May, Kevin Quattro, Bob Marker, Margo Angevine, Miles Ritter, Tim Clark, Alice Kaiserian, Christopher Eric Smith, Jay Hosfelt
Additional Matte Painters - Christian Schuerer, Thomas Johnson, Cheryl DeGuzman, Ron Bushaw, Tony Kieme
Additional Modelers - Dan Borth, James Dargie, Juan Martinez
Additional Composer - Cindy Chen
Screenplay - Wynne McLaughlin
Storyboards - Janet Kusnick, Mark Vena



Recording Studio - Buzzy's Recording

Voice Actors -

Gregg Berger - Salty
TC Carson - Witch Doctor/Voodoo Master
Ara Celi - Katarina DeLeon
Sherman Howard - Ice Demon/Blackbeard
Peter Lurie - Jack Frost/Ghost Captain
Vanessa Marshall - Mermaid/Valkyrie
Kevin Michael Richardson - King Neptune
Andre Sogkuzzo - Duncan/Marcus DeLeon
Tara Strong - Mara
Keith Szarabajka - Hawke

Motion Capture Performers - Keith Adams, Maria Akhlatkina,
Scott Altizer, Tiffany Baker, Natalie Bollinger, Ivan Caulier,
Stephanie Cheeva, Rick Ginn, Rodney Munnings, JD Roberto

Marketing - Aaron Cohen, Amy Farris, Victoria Hart,
David Lamoreaux, Laura Miele, Michael Shelling
Web Design - Greg Casey, Ted Morris, Jordan Robins

QA Director - Glenn Sperry

QA Supervisor - Lloyd "Leachy" Bell

Sr. QA Analyst - Doug "Falcon" Wilson

Specialist - Chris Blevens

Database Analyst - Rhoda Anderson

Bug Review - Chad Fletcher

Testers - Robert Alexander, Jonathan Craig, Michael Lotfi,
Michael Oliver, Bao Hua Qi, Thomas Riccardi, Philip Tamborino

Support Analysts - Ben Galley, Yavuz Erdun

Support Specialists - Shane Dietrich, Thomas Quitoni,
Michael Ruppert, Steve Shockey, Mike Smith

Support Testers - Tony Castle, Gregory Devore, Brian Dilley, Daniel
Duncan, Major Hofheins, Britton Howard, Jon Jett, Steve Lawton,
Justin Lewis, Shawn Matthews, Mike McPherson, Jeremy Perkowski,
Joseph Perry, John Powell, Richard Rassmusen, David Reese,
Jason Renfroe, Nicholas Sherba, Michael Sloan, Joshua St. Jacques,
Steve Tarantino, Donnie Tittle, Timothy Villaverde, Frank Yoder

Sr. QA Technician - Beau Hopkins

QA Technician - Rodel Oiga

Customer Quality Control - Andrew Young, Dave Knudson, Darryl
Jenkins, Tony Alexander, Ben Smith, Anthony Barbagallo



Special Thanks at Electronic Arts -

Frank Barchard, Luc Barthelet, Gretchen Cardenas, Scott Cronce, James
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Mercier, Don Mesa, Mike Ockenden, Patrick Ratto, Ted Sylka, Team
NFS, Team SSX, Team FIFA

Special Thanks at Westwood Studios -

Brett Sperry, Robin Williams, James McNeill, Team RA2/Yuri,
Team Renegade, Team Earth & Beyond

LOCALIZATION WESTWOOD STUDIOS

Director of Localization - Thilo W. Huebner

EUROPEAN LOCALIZATION TEAM

Software Localization Manager - Sam Yazmadjian

Audio Manager - David Lapp

Localisation Project Manager - Nathalie Fernandez

CQC Supervisor - Linda Walker

LOCALIZATION FRANCE

Territory Localization Manager - Christine Jean

Translation Coordinator - Lumineau Maelenn

Translation - Phuong Tran Mai

IT Coordinator - Laurent Gibert

Language Tester - Emmanuel Delva, Samy Benromdhane,
Bruno Bocquin,

Recording Studio - Lotus Rose, Paris

LOCALIZATION GERMANY

Localization Manager - Michaela Bartelt

Localization Coordination - Bettina Bachon

Translation - Angela Hufschmidt

Language Testing Coordinator - Dirk Vojtilo

Language Tester - Tanja Ratajczyk

Recording Studio - Toneworx, Hamburg

Marketing Director - Oliver Kaltner

Product Manager - Steffen Ruhl

PR - Raoul Birkhold

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